LOST PATROL

TERMINATORS IN LOST PATROL

These rules allow you to play a game of Lost Patrol using Space Marine Terminators from your collection as an alternative to the Scouts. These veterans of the chapter are equipped with fearsome weaponry and clad in bulky suits of tactical Dreadnought armour. These rules should provide both players with a new and interesting challenge.

It is very simple to incorporate Terminators into your games of Lost Patrol. To do so, you will need a squad of Space Marine Terminator models from your collection. The following rules modifications then apply to the Terminator models. In all other ways, the Terminators function in exactly the same way as the Scout models do in the game.

THE TERMINATOR SQUAD

Replace the 5 Space Marine Scout models with 5 Space Marine Terminators (1 Terminator Sergeant, 3 Terminators, and 1 Heavy Weapon Terminator). The Heavy Weapon Terminator can be armed with either an assault cannon, a heavy flamer or a cyclone missile launcher. All five models start the game in the Clearing tile.

TERMINATOR ACTIONS

Terminators take actions in the same manner as Scouts, with the modifications noted below.

TERMINATOR MOVES

The Terminators move in the same way as Scout models, except that there can be a maximum of only **two** Terminators on any tile other than the Clearing.

TERMINATOR FIRE

Roll two dice when a Terminator fires, apart from the Heavy Weapon Terminator. Each roll of 6 is a hit and removes one Genestealer model from the target tile.

When the Heavy Weapon Terminator fires, look up the weapon they are armed with below to see how to carry out the attack:

Assault Cannon: Roll three dice. Each roll of 6 is a hit and removes one Genestealer from the target tile.

Cyclone Missile Launcher: Roll one dice for each Genestealer on the target tile. Each roll of 5 or 6 is a hit and removes one Genestealer from the target tile.

Heavy Flamer: The Heavy Flamer can only be used to attack Genestealers in an adjacent tile (including tiles that are not connected to the attack model's tile by a path). Roll one dice for each Genestealer on the target tile. Each roll of 3, 4, 5 or 6 is a hit and removes one Genestealer from the target tile.

TERMINATORS & ASSAULTS

Roll one dice to determine the Terminator's assault score. Add 1 for each Terminator in the tile being attacked. Add a bonus of +1 if the Sergeant is one of the models in the tile being attacked. If a Heavy Weapon Terminator armed with an assault cannon can see the tile under attack, but is not actually in the tile, he can give a covering fire bonus of another +1. Heavy Weapon Terminators with cyclone missile launchers or heavy flamers cannot provide covering fire.

Combat results are worked out in exactly the same manner as they would be for Scouts, except that Terminators are never driven back – they always hold their ground, and the Genestealers can only advance into a tile by killing all of the Terminators that occupy it!

WINNING THE GAME

The normal victory conditions apply: the Space Marine player wins if they have a Terminator on the Dropship tile at the end of a turn, and the Genestealer player wins if all of the Terminators are eliminated.